



STAR  
WARS  
GALAXIES™

TRADING CARD GAME

SQUADRONS  
OVER  
CORELLIA™



# Squadrons Over Corellia Campaign

With direct orders from the Emperor himself, Imperial Special Forces have established a head hunter squadron on the planet of Corellia. Their mission is to seek out and destroy a secret Rebel base on the Corellian moon of Talus. Long rumored to be just a reconnaissance post, the Imperials have learned the base acts as a launching point for Rebel sabotage efforts in the Corellian system and is harboring one of the last known Jedi Knights, Rachi Sitra.



## Light Side Campaign: Imperial Base

After recovering the Z-95 starfighter that is a family heirloom on the Corellian moon of Talus, you become involved with the Rebel Alliance forces operating in the Corellian system. Discovering the Empire plans to attack a Rebel base there, you play a key role in its defense.



## Scenario 1: Family Heirloom

*You journey to the Corellian moon of Talus to recover your aunt's starfighter.*

'I want to tell you a story' begins your favorite aunt Evgenia, during a visit with her on Corellia. 'You've never heard this story before, but I think it's time to share it with you now.' You've spent many hours over the years sharing reminiscences with her, but her tone seems more serious than ever.

'You know that I've lived on Corellia for a long time, and I've told you that I used to be a shuttle pilot, traveling all over the system. 'You nod, recalling your parents sharing that story. There is more to it than that. I used to fly a snubfighter as well. I was a privateer, hunting down pirates and bringing them to justice.'

This revelation makes your jaw drop, and all you can do is stare as she continues. 'I flew a Z-95, the fighter they call the Headhunted' A smile crosses her face as she remembers the starship. Evgenia places a hand on your arm and leans closer to add, 'It's hidden in a hangar on Talus. I want you to recover it.' Her faith in you is rewarded when you declare you'll use it to fight against the Empire.

Shortly thereafter, you obtain passage on a mining transport and travel to the moon of Corellia. Your datapad's coordinates lead you to the secret hangar. There is your aunt's snubfighter, with the name 'Dire Hound' emblazoned just below the cockpit.

That's not all you find in the secret hangar. You are surprised by a team of Imperial soldiers. 'This fighter belongs to my family,' you offer proudly, facing the blaster carbines they train on you.

'I don't care what your story is, you're not taking this ship,' begins their leader, an officer named Brek. 'It's been impounded by the Empire.' You quickly assess that there's only one way out of this situation.



You'd always heard the troops of the Empire were cowards, and this group is no exception. When the battle goes against his soldiers, Brek deserts them and makes good his escape.

Finally alone with the Dire Hound, you climb up the ladder and seat yourself into the tight-fitting cockpit. A smile crosses your face as you pass your hand across the controls. It's a lot like the smile that crossed your aunt's face when she talked about this snubfighter.

That smile fades when you begin to wonder how the Imperials found this secret hangar. Why were they looking here, and why now?



## Scenario 2: Return Trip

*A pirate captain is after your aunt's starship and you'll have to defend the honor of the Dire Hound again.*



Seated in the cockpit of the Dire Hound, a Z-95 snubfighter that is your family's heirloom, you find a preflight checklist and begin to go through it carefully. It's been years since these engines were fired, and you want to proceed with caution.

You are surprised by a proclamation from someone else in the hangar. 'You look good in this Headhunter. Not as good as I'm going to look, of course. Come down here and give up so I don't have to clean up a mess in the cockpit.'

A red-headed woman in a flight suit is aiming a heavy blaster pistol at your head. Behind her are several other thugs with blasters. A few have boarding axes. One of them says to the woman, 'Be careful, boss... this one sent the Imperials running.'

'Pirates,' you say. They're the kind of criminals that your aunt rounded up throughout the Corellian system.

'Observant, too,' she says with a chuckle. I'm Kath Scarlet, captain of the Binayre pirates. We followed the Imps here to find the hangar.' She waves her blaster at the Z-95. 'She's got uprated 2b engines, and I like the old bubble canopy. That's why we're taking her with us.'

You've made your way down the ladder to talk to her face to face. 'This fighter belongs to my family,' you begin again, just like you told the Imperial officer. Why is everyone so interested in this snubfighter?

'Aww, that's cute,' says Scarlet, mockingly. Then her face gets a stern look. 'Now, hand it over.'

'I don't deal with pirates,' you reply with a quick-draw of your blaster. The fight is on.





'That's enough boys, it's not worth this', says Scarlet from the back of the hangar. The firefight was brutal and short, but you've shown them what you're made of. 'We'll meet again, fighter jockey,' she calls to you as she escapes with a couple of her pirates.

You're wounded and too exhausted to give chase, but you've defended the Dire Hound's honor a second time. After a brief rest, you complete the preflight and fire up the engines. They blaze into action the first time, even after all these years. You're able to make your way from the secret hangar on Talus and return to Corellia.

### **Scenario 3: Join the Alliance**

*Your talk with a Rebel officer is interrupted by a Sith attack on the Corellian spaceport.*

At a remote landing pad outside your aunt's home in Corellia, you are happy to see Evgenia reunited with her snubfighter at last. With that same broad smile on her face, she inspects the ship carefully. Then she hugs you and says, 'You brought her home. Thank you.'

'There were a lot of people interested in the Dire Hound,' you begin, as you describe to her the Imperials and pirates who were interested in the old Z-95. 'Why were all these people looking for your old starship?'

After listening quietly to your story, she explains, 'I can't explain it to you now. But there is someone I want you to meet.'

The next day, you're in a tavern at the Corellian spaceport with your aunt and an older man named Lennart. 'It sounds to me like you showed considerable courage on Talus,' he says as you tell him your story. 'The Dire Hound is the stuff of legend here in the Corellian system,' he adds with a nod toward Evgenia. 'We're pleased that this fine starship has been recovered for the Alliance.'

'So it's true, you are a Rebel officer?' you ask of Lennart.

Lennart smiles. 'I am in contact with Rebel leaders in this sector. We'd like to talk to you about helping us fight the Empire.'

An explosion punctuates his words, and several blaster shots are heard from the nearby common area of the spaceport. Lennart says, 'It's the Sith. We heard they might attack today.' He rises to his feet and pulls a blaster from under his jacket.

Moving to the door of the tavern, you see a firefight between Rebels and what must be CorSec operatives battling a group of dark-robed Sith. Lennart is already taking cover and firing his blaster. Realizing that many innocent bystanders are threatened by this attack, you jump into the fray as well.



The battle is chaotic, filled with the swish and hum of lightsabers and the whine of blaster fire against a backdrop of screaming bystanders who are trying to get out of the line of fire.

The leader of the Sith is an imposing warrior, calling for no quarter in this brutal attack. As the pitched battle continues, it's clear that he didn't expect the CorSec agents and Rebels to be positioned in the spaceport at this time. After several of the Sith have fallen, their leader orders a retreat and he escapes with a few of his adepts.

The Alliance fighters begin to tend to the wounded bystanders, and can't give pursuit. 'That Sith's name is Namman Cha,' offers the Rebel commander. 'We've tangled with him several times recently. He misjudged the effectiveness of our intelligence about this attack, but we'll see him again.'

Commander Lennart looks at you and says, 'You fought well. We could use someone like you.'

'I'd be happy to help,' you reply, shaking his hand. Evgenia is watching this encounter and beams happily.



#### **Scenario 4: Infiltration Mission**

*A clandestine mission to infiltrate the Imperial outpost on Talus is interrupted by an old Imperial friend.*

At a Rebel planning meeting regarding an upcoming mission. Commander Lennart is giving the briefing. 'From our secret Rebel base on Talus, we have been staging sabotage attacks on key Imperial positions on Corellia.'

'Our newest recruit,' he adds, nodding in your direction, 'has recovered, from its hidden location on Talus, the Dire Hound herself.' A murmur passes through the Rebels at this news. 'Our plan is to sneak that ship through the Empire's defenses and infiltrate the Imperial outpost on Talus.'

'We believe that one ship and one operative can best discover the Empire's plans for the Corellian system.' Lennart looks at you again. 'Are you willing to do this?'

'Yes, I am ready,' you reply.

'Then the legend of the Dire Hound lives again!' declares Lennart, and the other officers cheer.

The next day you are piloting the Z-95 from Corellia to Talus. There are many enhancements to the avionics aboard the Dire Hound, and her jamming equipment allows you to avoid detection and land near the Imperial outpost.

Checking your datapad, you locate an unguarded entry point previously scouted by Rebel agents. Inside the outpost, you locate a data terminal and download the planning documents you came for. Sliding through the darkened hallways, heading back to the Dire Hound, a voice cries, 'Halt!'



You turn to see the Imperial officer Jeffren Brek and a squad of stormtroopers. 'You again?' he says. 'Keep getting in the way like this and you're going to get hurt.' Faced with no other option, you're going to have to fight your way out.



Quickly picking off a couple of the stormtroopers, you put up a surprising defense.

Brek jumps behind cover and barks out orders to the rest of his squad.

The Imperials seem disorganized, and you take this opportunity to attack. With a bold charge, you take out two more of the stormtroopers and Brek has no choice but to make a cowardly escape. 'Stop the intruder! I'll get reinforcements!' yells the officer, over his shoulder.

With your weapon trained on the last remaining stormtrooper, he throws his carbine at your feet and raises his empty hands in surrender. You wave your hand toward the exit, and the trooper follows his commander in a craven retreat.

Breathing a heavy sigh of relief, you rush back to the Dire Hound and head for the Rebel base on Talus.



## Scenario 5: Special Delivery

*An evacuation attempt crash lands on Corellia and you must battle the Dark Lord of the Sith.*



'The Imperials plan to attack this base,' says Lennart, examining a holodisplay of the data you retrieved. Several Rebel officers are in the briefing room along with Rachi Sitra, one of the last Jedi knights. The Twi'lek woman says, 'We can't defend this facility. Many Padawans are in danger.'

Looking over Lennart's shoulder, you speak up. 'I'll defend the base. Commander. Just give me a squad and...'

Lennart interrupts. 'You have a more important mission. You must evacuate all critical personnel. Get them safely away from Talus.'

Soon, you are in the cockpit of the Spirit of Corellia, a SoroSuub transport. As you engage the sublight engines to leave the landing pad, flashes of blaster fire on the edge of the compound indicated that the Imperial attack has begun.

Breaking away from Talus, you are jumped by a flight of TIEs. Evasive maneuvers aren't good enough, and their cannon damage your flight controls. You must make an emergency landing in a remote part of Corellia.

The landing is rough, but survivable. Your passengers survive with only bruises. Checking your position, you find that you're dangerously close to Imperial headquarters.

Suddenly, you are confronted by a group of Imperials and Sith investigating the crash. You are chilled to discover that they are led by Darth Vader himself.

Rachi Sitra says 'I'll distract Vader. Take the rest to safety.' She ignites her lightsaber and rushes the Dark Lord. Suddenly, the Sith strikes her down with a Force ability and she falls, unconscious.

You realize that you are the last line of defense to allow the others to escape. You must now face Darth Vader.



The battle with Vader's Imperial and Sith troops has been fierce and brutal. Many bodies are now strewn around the crashed transport starship. Your weapon is unable to penetrate the flashing crimson lightsaber of the Dark Lord.

As he closes to bring his weapon down in a final deadly blow, it is knocked aside at the last moment. Turning away from you, Vader sees behind him the Jedi knight, Rachi Sitra. Recovered from her injuries, she advances with her lightsaber ready.

Assessing the situation, you see that only a few of Vader's troops remain, and some of the Rebels have returned to fight, blasters at the ready. The Dark Lord and the Jedi Knight stand facing each other in a frozen confrontation.

One of the Rebel officers cries out, 'Fire!' and a barrage of blaster fire is aimed at Vader. He deflects all the shots with flashing parries of his lightsaber.



'We must escape! Fall back behind me!' says Rachi Sitra. You retreat from the battle with the other Rebel officers, as they keep up their suppressive fire. The Jedi Knight is the last to withdraw, and Darth Vader does not pursue. You are lucky to escape with your lives.

In the next few hours, you make your way to the spaceport on Corellia. Despite the crash landing and attack of the Dark Lord, most of the Rebels and Jedi have survived. Even though the Rebel base on Talus was destroyed, key personnel have been evacuated and will soon reconnect with the Rebel Alliance to combat the Empire once again.

